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2 **In the Claims**

3 Claims 1-10, 12-20 and 45-51 are pending and are listed below.
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5 1. (Previously Presented) A game console, comprising:

6 a memory;

7 a processor coupled to the memory; and

8 a console application stored in the memory and executable on the
9 processor, the console application configured to allow selection of a
10 plurality of stored audio tracks by a user of the game console, wherein the
11 game console is further configured to create one or more soundtracks
12 containing the selected audio tracks and associate each of the one or more
13 soundtracks with one or more particular games such that a particular
14 soundtrack is played when the particular game is launched.
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16 2. (Original) A game console as recited in claim 1 wherein the
17 memory comprises a hard disk drive.
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19 3. (Original) A game console as recited in claim 1 wherein the
20 console application is further configured to play soundtracks through the
21 game console.
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1 4. (Original) A game console as recited in claim 1 wherein the
2 console application retrieves audio tracks from an audio CD in the game
3 console.

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5 5. (Original) A game console as recited in claim 1 wherein the
6 console application retrieves audio tracks from an audio DVD in the game
7 console.

8
9 6. (Original) A game console as recited in claim 1 wherein the
10 console application retrieves audio tracks from a game disc in the game
11 console.

12
13 7. (Original) A game console as recited in claim 1 wherein the
14 console application retrieves audio tracks from an online source coupled to
15 the game console.

16
17 8. (Original) A game console as recited in claim 1 wherein the
18 console application stores the soundtrack in the memory.

19
20 9. (Previously Presented) A game console as recited in claim 1
21 wherein the console application stores the soundtrack in the memory as a
22 windows media audio WMA file.

1 10. (Original) A game console as recited in claim 1 wherein the
2 console application retrieves audio tracks from a plurality of audio
3 sources.

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5 11. (Canceled).

6
7 12. (Original) A game console as recited in claim 1 wherein the
8 console application is further configured to associate the soundtrack with a
9 particular user of the game console.

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11 13. (Original) A game console as recited in claim 1 wherein the
12 console application is further configured to display a listing of all
13 soundtracks available for playback by the game console.

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15 14. (Previously Presented) A game console, comprising:
16 a memory; and
17 a processor coupled to the memory, the processor being configured
18 to present a first user interface to facilitate selection of stored audio tracks
19 used to create a soundtrack containing the selected audio tracks, the
20 processor further configured to present a second user interface to facilitate
21 playback of created soundtracks stored in the memory.

1 15. (Original) A game console as recited in claim 14 wherein the
2 second user interface is further to facilitate the associating of a selected
3 soundtrack with a particular game such that the selected soundtrack is
4 played when the particular game is launched.

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6 16. (Original) A game console as recited in claim 14 wherein the
7 second user interface further facilitates the associating of a selected
8 soundtrack with a particular user of the game console.

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10 17. (Previously Presented) A game console as recited in claim 14
11 wherein the audio tracks are retrieved from a plurality of audio sources.

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13 18. (Previously Presented) A game console as recited in claim 14
14 wherein the audio tracks are retrieved from a single audio source.

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16 19. (Original) A game console as recited in claim 14 wherein the
17 first user interface facilitates creation of a soundtrack by presenting a list
18 of audio sources from which to select audio tracks.

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20 20. (Original) A game console as recited in claim 14 wherein the
21 first user interface facilitates creation of a soundtrack by presenting a list
22 of audio tracks available from a selected audio source, the first user
23 interface further facilitating selection of an audio track from the audio
24 source for including in the soundtrack.
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1 21 – 44. (Canceled).

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3 45. (Previously Presented) A game console as recited in claim 1
4 wherein the console application is further configured to allow a user to
5 associate a name with the created soundtrack.

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7 46. (Previously Presented) A method comprising:
8 identifying a plurality of stored audio tracks accessible by a game
9 console;
10 displaying using the game console at least a portion of the plurality
11 of stored audio tracks to a user;
12 receiving with the game console information regarding audio tracks
13 selected by the user; and
14 creating with the game console a soundtrack containing the audio
15 tracks selected by the user.

16
17 47. (Previously Presented) A method as recited in claim 46 further
18 comprising associating a name with the soundtrack.

19
20 48. (Previously Presented) A method as recited in claim 46 further
21 comprising storing the soundtrack in a storage device.

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23 49. (Previously Presented) A method as recited in claim 46
24 wherein identifying a plurality of stored audio tracks includes identifying
25 audio tracks on a storage medium in the game console.

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2 50. (Previously Presented) A method as recited in claim 46
3 wherein identifying a plurality of stored audio tracks includes identifying
4 audio tracks accessible from an online source coupled to the game console.
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6 51. (Previously Presented) A method as recited in claim 46
7 wherein identifying a plurality of stored audio tracks includes identifying
8 audio tracks from a plurality of audio sources.
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